SNS-ASBE-USA

TECMO® SUPER BOWL™ II

SPECIAL EDITION

INSTRUCTION BOOKLET

TECMO 16 Bit SPORTS

Tecmo, Inc. Consumer Division
19260 South Van Ness Ave.,
Torrance, CA 90501

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PRINTED IN JAPAN

KIDS TO ADULTS K-A AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

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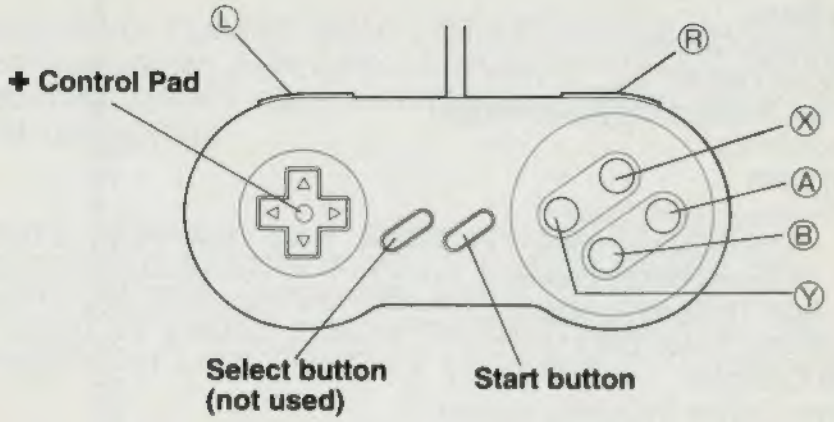
Table of Contents

1. List of control techniques **4**
2. Tecmo Super Bowl II **6**
3. Main Menu **7**
4. Preseason Games **7**
5. Pro bowl Game **8**
6. Regular Season Options screen **8**
Trade Mode 10
7. Team Data **15**
1) Season Team Data 15
Team Data screen 15
Players Data screen 15
2) Team Data (preseason) 20
3) All-star Team Data 20
8. Game Options **22**
Game Option Switching screen 22
9. Starting Games **23**
Coin Toss 23
Kickoff 23
Fair catch 24
Touchback 24
Offense Control 24
Play Strategy window 25
Offense Audible 26
Snap 26
Running Plays 27
Pass Plays 27
Dive Plays 27
Try for Point (Extra Point) 28
Defense Control 29
Defense window 29
Defense Audible 30
10. Player Substitutions **31**
Game Composition 32
11. The Road to the Super Bowl **33**

1. List of control techniques



Control table in window

To highlight an item	Use the ✚ Control Pad
To confirm a selection	Press the Ⓐ button.
To cancel a selection and return to previous screen	Press the Ⓑ button.
To view the starter team member data (on the starter screen)	Press the Ⓨ button.

Coin toss and half time

After winning the coin toss, you have the option to make or return the kickoff.	Highlight your choice with the ✚ Control Pad and press the Ⓐ button to confirm.
To skip a screen	Press the Ⓑ button.

Return

To make a touchback after catching the ball at the end zone	Press the Ⓑ button while the returner is in the end zone.
To make a fair catch	Press the Ⓑ button while the ball is still in mid air.

Play Selection

To select a play book or a defense formation	Follow the instructions of the controller that appears with the screen diagrams.
To select a running play	Press the ✚ Control Pad and the Ⓐ button at the same time.
To select a passing play	Press the ✚ Control Pad and the Ⓑ button at the same time.
To take timeout, try for a field goal, punt, change a team member or change a team member's position	Open the play strategy window with the Ⓨ button, highlight your selections with the ✚ Control Pad and confirm with the Ⓐ button. Cancel selections with the Ⓑ button.
To select a fake play	Open the tactics window and select punt or field goal.
To view the data of players in the team member exchange screen	Select the players with the ✚ Control Pad and press the Ⓨ button.

Offense

Audible	Use the Ⓧ button to select audible. The Ⓐ button enters your selection. The Ⓑ button cancels a selection.
To snap the ball	Press the Ⓐ button
To make a kick	Press the Ⓐ button
To shake off an opponent who has grabbed onto you	Press the Ⓐ button repeatedly.
To choose a receiver	Press the Ⓐ or Ⓧ button
To throw a pass	Press the Ⓑ button
To make a dive	Use the Ⓨ button
To take timeout	Press the Start button when the ball is dead.

Extra Point

To try for a two-point conversion	Press the Ⓧ button when the ball has been set for a point after touchdown.

Defense

Audible	Use the Ⓧ button to select audible and the ✚ Control Pad to select the formation. The Ⓐ button enters your selections while the Ⓑ button cancels them.
To change the players	Press the Ⓐ or Ⓑ button in "ready for play" mode.
To perform a diving tackle	Press the Ⓑ button after closing in on the player with the ball.
To knock away an opponent	Press the Ⓐ button repeatedly after catching up with him.

2. Tecmo Super Bowl II

Tecmo Super Bowl II — Special Edition — is a football game that simulates real NFL action. Players can experience an entire season - from the summer preseason games to the Pro Bowl. The game offers a selection of 3 different NFL season schedules and rosters (1992, 1993 or 1994) as well as the choice to play through the 3 seasons from 1992 to 1994. The built-in trade mode even allows you to change the 1994 roster and repeat the regular season games as many times as you wish. Each of the 37 players in the 28 NFL teams in the Tecmo Super Bowl II game have been given the same statistics as the real players. We invite you to indulge in this fascinating new game.

THE PLAYERS AND STATISTICS IN TECMO SUPER BOWL II HAVE BEEN PICKED FROM ACTUAL NFC AND AFC TEAM ROSTERS. UNFORTUNATELY DUE TO PROGRAMMING AND OTHER LIMITATIONS WE COULD NOT INCLUDE ALL PLAYERS FROM ALL TEAMS. WE HAVE ENDEAVORED, HOWEVER, TO CREATE THE MOST AUTHENTIC FOOTBALL GAME POSSIBLE. IF PER CHANCE WE HAVE MISSED ONE OF YOUR FAVORITE PLAYERS PLEASE ACCEPT OUR APOLOGY.

Power off memory function

This game pak contains a back up battery for saving the results of the games played. To minimize the possibility of memory loss, avoid switching the power on and off in rapid succession.

3. Main Menu

While still on the opening demo screen, press the Ⓑ button. The title screen will then appear. Next, press the Ⓐ button to bring up the Main Menu screen. While still on the Main Menu screen, use the ✚ Control Pad (left/ right/ up/ down) to make your choices from the five Main Menus. Enter your choices with the Ⓐ button. Use the Ⓑ button to cancel choices and return to the previous screen.

Main Menu screen

4. Preseason Games

Select "Preseason" from the Main Menu. The Team Control screen will then appear. Choose the game control mode you want from the selection displayed. After entering the game control mode, the Conference Select screen appears. Use the ✚ Control Pad (left and right) to select the conference that the team of your choice belongs to.
Use the ✚ Control Pad (up and down) to select the roster. The roster contains three NFL seasons—92/93, 93/94 and 94/95. In the preseason games, you can, for example, play the 92/93 season Buffalo Bills against the 94/95 season Buffalo Bills.
Once you select the roster season, team maps appear for each conference. Select your favorite team with the ✚ Control Pad.

Names of the Teams Selected

Press the Ⓑ button to return to the team control screen. Once you have chosen your team and your opponent team from the 28 NFL teams, a weather condition screen appears. Choose the weather conditions — fine, rain or snow — you want using the ✚ Control Pad up/down. Once selected, press the Ⓐ button; the game will then start.

5. Pro bowl Game

Pro bowl games are played by the teams made up of the best AFC and NFC players. You can select the all-star team line up in the preseason team data mode. See the Team Data page for details.(page 20)

Selecting "Pro Bowl" from the Main Menu brings up the Team Control screen. Once the control mode is entered, the conference select screen appears. Use the ✚ Control Pad left/right to select AFC or NFC. Once you have entered your team, the Weather Conditions screen appears. The game starts as soon as the weather conditions have been selected.

6. Regular Season Options screen

Each NFL team plays 16 games over the 17-18 week season. The best teams from each division then compete against each other in the playoffs. The two best teams in the playoff games then play for the NFL title in the final Super Bowl game. The records of each team and player are stored in the game pak memory as the season progresses. Select "Season Game" on the Main Menu to bring up the regular season options screen.

Season Team Data (see page 15)

① Team Control screen

Select "Team Control" from the Regular Season Options screen. The team control screen then appears. This screen sets the team control mode for regular season games. Use the ✚ Control Pad to select the team whose mode you want to change and press the Ⓐ button. The mode cycles through MAN, COA, COM and SKP with every push of the Ⓐ button. To change the division, press the Ⓛ or Ⓡ button. Use the Ⓑ button to go back to the previous screen.

Team Control screen

To change the control mode of each team into a single common mode, select one of the 4 icons at the top of the screen.

Press the Ⓛ or Ⓡ button to change the division.

② Games

Choose "Game Start" from the Regular Season Options screen to start the regular season games. The games will start according to the schedule. The games flashing on the schedule screen will start next. The game results are recorded in the game memory.

③ Schedule screen

Schedule screen

To view the game schedule choose the "Schedule" from the Regular Season Options screen. The Schedule screen then appears. Use the ✚ Control Pad up/down to view the rest of the schedule. The stage of progression of the schedule is recorded in the game memory.

Schedule screen Game Colors

Three different colors represent the team control modes

Red : MAN, COA
White: COM

Blue : SKP

Schedule window

To view the Playoff Schedule or to reset the regular season data, press the Ⓨ button on the Schedule screen. The Schedule window then appears.

ⓐ Choose "Select Schedule" to bring up the Trade Questions window.
Decide whether to choose the trade mode or not.
If you do not select the trade mode, a Season Select window appears. Choose the items you want from the four season options. Whichever you choose — trade mode or season options — the data for the regular season games played up to now will be erased.

Trade Questions window

ⓑ Use this mode to skip past the games between teams that have had their control modes set to SKP.
Use the ✚ Control Pad to select "Auto Skip" and press the Ⓐ button. A "To week 0." window will appear. Use the ✚ Control Pad up/down to select the number of weeks you would like to skip and press the Ⓐ button. The next time you start a game, the schedule will automatically go to the specified week or the games set in different control modes. To cancel "Auto Skip," press the Ⓑ button continuously.

"To week 0" window

ⓒ To view the Playoff Tournament Table, select "Playoffs" and press the Ⓐ button. The tournament table screen will then appear. Use the ✚ Control Pad left/right to slide through the Tournament Table screens.

Playoff tournament table

ⓓ Choose "Reset" if you want to reset the options of the regular season games you have been playing.

Trade Mode

Trade Mode is a season mode where teams can exchange their members.
While in the trade mode, the teams with control modes set to MAN have three opportunities to make the trading requests set each season. If the requested trades are accepted, the team will be able to exchange its members.

Method of Trading

Use the select schedule to select the trade option. Reset the data. Set the team control mode of your team to MAN. Choose "Game Start" from the Season Menu. The first of your trade screens will then appear.

When you want to choose a player from a defense team, move the cursor to "Offense" on the offense column and press the Ⓐ button. The defense team roster will then appear. To return to the offense team roster, move the cursor to "Defense" in the defense column and press the Ⓐ button.

Use the ✚ Control Pad to select the team member you wish to replace and press the Ⓐ button. You are only able to replace one team member from each team at a time.

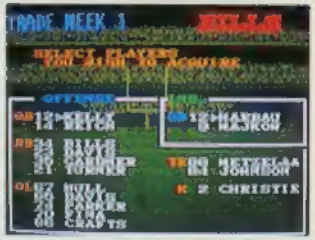
Once you select the player you want to replace, the naming window appears. Use the ✚ Control Pad left/right to select the team of the player you want to add to your own team. Use the ✚ Control Pad up/down to select the name of the team member and press the Ⓐ button. The trade screen for the next team will then appear. When choosing a new member, you are only allowed to nominate team members who play the same position as the player you want to replace.

Once you have finished naming your trade requests in teams in MAN control modes, the trade results screen appears, informing you of which trades were accepted and which were not. Up to three trades may be made at the beginning of each season. Once you have made all the trade requests you want, press the Ⓑ button to finish. The trade results screen will then appear. The trade results screen always appears 3 times.
Once the trading has finished the regular season menu appears.

Trade screen (Offense team)

Trade screen (Defense team)

Naming window



Trade results screen

④ NFL Standings

Team won-lost tables are given for each conference and division. As the regular season progresses, the teams with enough wins to enter the playoffs are given a ranking score which appears in red numerals.

W	Number of wins	**L**	Number of losses
T	Number of ties	**PCT**	Percentage of wins
PTs	Total points	**OP**	Opponents points

⑤ Team ranking

Use this mode to view the offensive and defensive rankings for rushing, passing and total yardage for both the league and conference teams.
Use the ✚ Control Pad to select the category you want to view.

⑥ NFL leaders

Use this mode to view the records and rankings of the top players in each category. Choose the conference or league. Then choose the category that you want to view and press the Ⓐ button. Push the Ⓑ button to bring back the original screen.
The ✚ Control Pad down moves the screen to the lower rankings while the up moves the screen to the upper rankings.

To change the play items, press the ✚ Control Pad right. The play item screen will then appear. Use the ✚ Control Pad up/down to move the "▷" mark to the item you want to select. Press the Ⓐ button to confirm your selection.

NFL Leaders play item abbreviations

Passing

Rating	:	Rating points
Comp. %	:	Completion percentage
Attempts		
Comp.	:	Completions
Yards		
Yards/ATT.	:	Average yards per attempt
TD. Passes	:	Touchdown passes
LST. INT. %	:	Lowest interception percentage

Rushing

Yards		
Attempts		
Yards/ATT.	:	Average yards per attempt
Touchdowns		
Longest	:	Longest rushing record

Punting

Average
Punts

Sacks

Fumble force	:	Number of fumbles
Sacks	:	Number of quarterback sacks
Tackles	:	Total number of tackles

Receiving

Receptions		
Yards		
Yards/RCT.	:	Percentage of yards gained
Touchdowns		
Longest	:	Longest reception

Scoring

Points		
Touchdowns		
Extra Pts.	:	Extra points
FG.	:	Field Goals

Interceptions

Int.	:	Interceptions
Yards		
Touchdowns		

Punt returns

Average
Yards
Returns
Longest
Touchdowns

Kickoff Returns

Average
Yards
Returns
Longest
Touchdowns

⑦ NFL Records

This screen shows you the season game records of the great players. The actual NFL records are shown first. The NFL records remain in the memory when resetting a regular season game. To reset the NFL records, enter "reset" on the NFL Records screen.

Play Items

Individual Records

Rating:	Best rating for the year
Passing Yardage:	Most number of pass yards gained during the year
Touchdown Passes:	Most number of touchdown passes for the year
Rushing Yardage:	Most number of rushing yards gained during the year
Receiving Yardage:	Most number of receiving yards gained during the year
Pass Reception Touchdowns:	Most number of touchdowns for the year
Scoring:	Most number of points scored for the year
Sacks:	Most number of sacks for the year
Interceptions:	Most number of interceptions for the year

Team Records

Offense

Total:	Total offensive yards
Rush:	Total offensive rushing yards
Pass:	Total offensive passing yards

Defense

Total:	Fewest yard allowed
Rush:	Fewest rushing yards gained by opponent
Pass:	Fewest passing yards gained by opponent

7. Team Data

Team data is separated into regular season, preseason and Pro Bowl data.

1) Season team data

This screen enables you to view the team data for the present season. To bring up the season team data, select "Season Team Data" from the Regular Season Options screen. The Conference Selection screen will then appear. Select a conference. The Team Map screen will then appear. Select a team. The Team Data screen will then appear.

Conference Selection screen

Team Map screen

Team Data screen

This screen allows you to check the team data and to change lineups. Use the ✚ Control Pad to choose the item you want. Press the Ⓐ button to enter.

Team Data screen

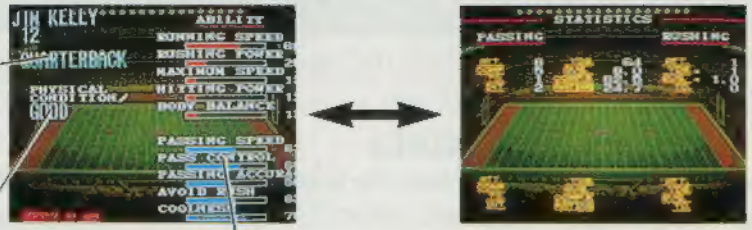
① Player's Data

Use this mode to bring up the Player's Data screen.

Player's Data screen

This screen allows you to view the data and results of individual players. To view individual player data, use the ✚ Control Pad to select "Player's Data" from the team data screen and press the Ⓐ button. The screen will then slide over to the roster. A "▷" mark will then appear in the roster column. Use the ✚ Control Pad to select the player who's data or physical condition you want to confirm. Once you have selected a player, press the Ⓐ button and the Player's Data screen will appear.

Player's Data screen



Player's Data Abbreviations

a) Physical condition

Players have five different physical conditions

Excellent	:	**Top condition**
Good	:	**Good condition**
Average	:	**Average condition**
Bad	:	**Bad condition**
Injured	:	**Sidelined with an injury**

b) Ability

The Ability screen indicates the players' abilities.
Types of ability vary depending on a player's position.

Abilities common to all players

Running speed	:	A player's rushing speed
Rushing power	:	A player's rushing strength
Maximum speed	:	A player's maximum speed
Hitting Power	:	A player's strength when blocking or hitting an opponent
Body balance	:	Sense of balance

Quarterback abilities
Passing speed
Pass control
Passing accuracy
Avoid rush
Coolness

Abilities of Running Backs, Wide Receivers and Tight Ends

Ball control	:	Ability to avoid fumbles
Receptions	:	Ability to catch passes

Punter Abilities
Kicking power
Avoid kick block

Kicker Abilities
Kicking power
Kicking accuracy
Avoid kick block

Defense Player Abilities
Interceptions
Quickness

c) Individual Results

To view a player's individual results, use the ✚ Control Pad right while on the Individual Data screen.

Passing

ATT.	:	Pass attempts
YDS.	:	Passing yards gained
COMP.	:	Pass completions
AVG.	:	Average yards gained per pass
TD.	:	Pass touchdowns
COMP. %	:	Pass completion percentage
INT.	:	Interceptions
Rating	:	Rating points

Receiving

NO.	:	Number of pass receptions
YDS.	:	Yards gained on pass receptions
AVG.	:	Average yards gained per reception
TD.	:	Pass reception touchdowns
LG.	:	Longest reception distance

Interceptions

NO.	:	Number of interceptions
YDS.	:	Yards gained on interception returns
AVG.	:	Average yards gained per interception
TD.	:	Interceptions returned for touchdowns

QB Sacks

TAC.	:	Number of tackles
SACKS.	:	Number of quarterback sacks
FUMB. F.	:	Number of opponent fumbles

Rushing

ATT.	:	Number of runs
YDS.	:	Rushing yards gained
AVG.	:	Average yards gained per run
TD.	:	Rushing touchdowns
LG.	:	Longest run

Punt Kicks

NO.	:	Number of Punts
YDS.	:	Total punt yards gained
AVG.	:	Average number of yards per punt

Kicks

PTS.	:	Number of points obtained
XP. /ATT.	:	Extra point (try for point) success rate
FG. /ATT.	:	Field goal success rate

Punt Returns

NO.	:	Number of punt returns
YDS.	:	Yards gained on punt returns
AVG.	:	Average yards gained per punt return
TD.	:	Punt return touchdowns
LG.	:	Longest punt return

Kick Returns

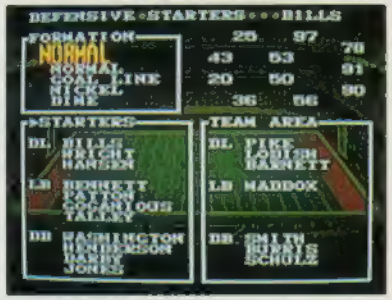
NO.	:	Number of kickoff returns
YDS.	:	Yards gained on kickoff returns
AVG.	:	Average yards gained per kickoff return
TD.	:	kickoffs returned for touchdowns
LG.	:	Longest kickoff return

② Offensive Starters, Defensive Starters

Entering "Of Starters" or "Df Starters" on the Team Data screen brings up a screen for confirming and editing the starters of the offensive and defensive teams. You can also replace the players in the "Starter" column with the ✚ Control Pad and the Ⓐ button. See the "Player Substitutions" section for details.(page 31) Use the ✚ Control Pad to slide the "▷" mark to the "Starters" section and press the Ⓐ button. The reset window will then appear. Select "Yes" to change the line up back to the original starting members.
You can confirm the data of a player by pressing the Ⓨ button after selecting the player's name.

Offensive Starters

Defensive Starters



③ Play Book

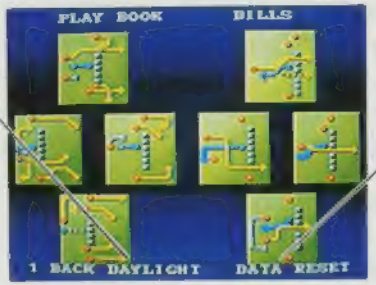
You can choose the 16 different types of play patterns for an offensive team during a game. The patterns are contained in two play books, eight in each book. Use this mode to edit the play books.

Select "Play Book" on the Team Data screen to bring up the play book edit screen. Use the ✚ Control Pad left/ right and press the Ⓐ button simultaneously to choose the book you want to edit. The Play Book Replacement screen will appear. Use the ✚ Control Pad to choose the pattern of play that you want to replace from the Play Book. Press the Ⓐ button to bring up the Play Pattern Select screen.

Play Book Edit screen

Play Book Replacement screen

Names of the play patterns selected for replacement



Choose this to change the Play Book back to its original state.

Play Pattern Select screen

Use the ✚ Control Pad left/right to choose the play pattern you want. Press the Ⓐ button to confirm your selection. Press the Ⓑ button to return to the Play Book Replacement screen.

④ Team Schedule

During the regular season, weekly team results are displayed.
The team schedule mode is only available for the regular season games.

Opponents **Results**

2) Preseason Team Data in the Main Menu

To view or change the team data for preseason games, select the "Team Data" listed in the Main Menu.

Preseason Team Data screen

To select year and team...

Selecting the "Team Data" listed in the Main Menu brings up the Conference Select screen. Use the ✚ Control Pad left/right to select the conference. Choose the year of team data that you want to play in the preseason game by using the ✚ Control Pad up/down, and press the Ⓐ button to enter your selection.

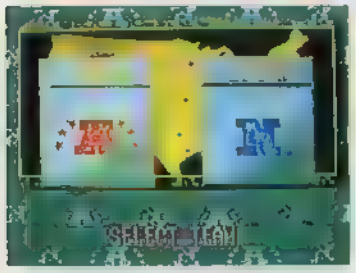
The conference team map appears. Select the team whose data or roster you want to check. The Preseason Game Team Data screen will appear. This screen enables you to check the team data or change the starting players. No statistics are saved on preseason games.

NOTE: All preseason game selections use base line team and player data. The preseason does not use accrued data from season play.

3) All-star Team Data

To view or change the team data of All-star teams, select the "Team Data" listed in the Main Menu. The Conference Select screen will then appear. Use the ✚ Control Pad left/ right to select the conference you want. Choose "AFC" or "NFC" by using the ✚ Control Pad up/down, and press the Ⓐ button to enter your selection. All-star games on the other hand do use team and player data from games played during regular season play.

Conference Select screen



All-star Team Data screen

① Reset Players

Select this mode to reset the Pro Bowl team roster or when you want to change the roster year. The Reset Player's window will then open. Use the ✚ Control Pad left/right to choose the season of the roster that you want. Press the Ⓐ button to change the Pro Bowl team data back to the state it was at the beginning of the selected season. Select "No" to cancel the window.

② OF Starters, DF Starters

Use this mode to confirm or reorganize the starters of the offense and defense teams—see page 18 for details.

③ Play Book

Use this mode when you want to look up or edit the play book — see page 18 for details.

④ Change Players

Use this mode to change the Pro Bowl team roster.
Select "Change Players" and press the Ⓐ button. The roster screen will then appear.

Use the ✚ Control Pad to select the player you want to replace and press the Ⓐ button. Use the ✚ Control Pad left/right to select a team. Use the up/down controls to select team members. Press the Ⓐ button to exchange the selected players. Press the Ⓑ button to go back to the previous screen.

⑤ Player's Data

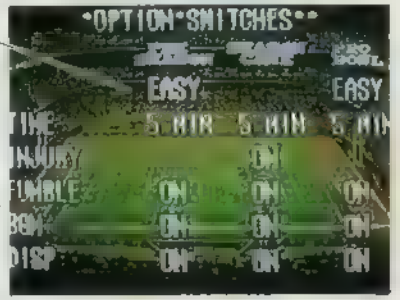
Use this mode to confirm the data of the Pro Bowl team players. Select "Player's Data" and press the Ⓐ button. The screen will then slide over to the Roster To view the data of individual players, select a player with the ✚ Control Pad and push the Ⓐ button.

8. Game Options

Game Option Switching screen

To bring up the Option Switching screen, select "Options" from the Main Menu. The Option Switching screen allows you to make various settings for three different game modes. Use the ✚ Control Pad to select the options you want. The Ⓐ button changes the settings. Settings increase with every push of the Ⓐ button, and decrease with every push of the Ⓨ button. The Ⓑ button brings back the Main Menu.

Game Option Switching screen



You can set various levels of difficulty for the preseason and pro bowl games.

The playing time of each quarter can be varied

Games can be played in a non-injury mode

Games can be played with or without the fumbling mode.

Game music can be switched on or off.

Games can be played with or without the cinema screens.

9. Starting the Games

It's time to start the action!

Select the Team Control mode after you have checked the team data and made the settings you want.

Note: always check the Schedule and the Team Control modes before starting the game if you are playing regular season games by yourself. You will not be able to play by yourself if the schedule is set to a two-player mode such as MAN vs MAN or COA vs COA.

Coin Toss

Before starting the game, the referee tosses a coin to determine which team will make the kickoff and which will return. The team that wins the toss can decide whether to kick off or return. If you win the coin toss, use the ✚ Control Pad to select kickoff or return and press the Ⓐ button. To skip the coin toss screen, press the Ⓑ button.

Kickoff

To kick off, press the Ⓐ button

A kickoff meter then appears at the bottom of the screen. The meter grows longer and then restarts. The longer the meter, the further the ball will travel at the kickoff. Watch the meter carefully and press the Ⓐ button when the meter has reached its longest point.

Try to keep your kicks on-side.
— Kick the ball when the meter is blue.

Try to keep your kicks on-side, so that you'll have a good chance to recover the ball and return it. You can control any of your players that manage to recover the ball.

Fair catch

To make a fair catch, press the Ⓑ button while the kicked ball is still in the air.
You can take timeout by pressing start whenever play is interrupted by the whistle.

Touchback

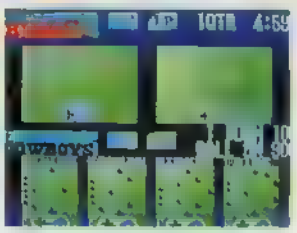
Making a touchback in the end zone.
To make a touchback, press the Ⓑ button whenever your returner catches the ball in the end zone.

Offense Control

Whenever play is interrupted by the whistle, the Play Book screen appears. Use the ✚ Control Pad left/right and the Ⓐ button to choose one of the play books. The Play Select screen will then appear.

While on the Play Select screen, press the ✚ Control Pad and the Ⓐ or Ⓑ button at the same time to choose the kind of play you want. To make a running play, use the ✚ Control Pad and press the Ⓐ button. To make a passing play, use the ✚ Control Pad and press the Ⓑ button.

Play Book screen



Play Select screen

Play Strategy window

To bring up the Play Strategy window, press the Ⓨ button. Use the Ⓑ button to close the window.
Use the ✚ Control Pad to choose the play category you want. Press the Ⓐ button to enter your choice.

Play Strategy window

① Timeout

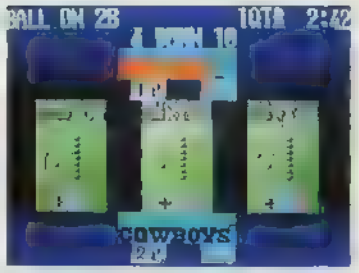
Use the timeout mode when you want to take timeout. Three timeouts may be taken in each half. You can also take timeout by pressing the Start button when the ball is dead.

② Punt Kick

Use this mode to make a punt kick. Press the Ⓐ button to bring up the Punt Tactics screen. This screen gives you the option of making a punt kick, or faking a punt kick and continuing your offensive. Select the kind of play you want according to the controller that appears on the screen with the diagram. Once you have made your selection, the screen returns to the action.

If you have chosen to punt, a kick meter will appear as soon as the center snaps the ball. The longer the meter, the further the kick will travel. Once the meter reaches a suitable length, press the Ⓐ button.

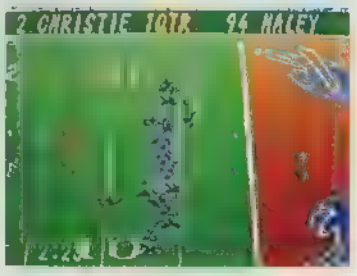
Punt Tactics screen



③ Field Goal

Select this mode to make a field goal. The Field Goal Tactics screen then appears. This screen allows you to make a field goal or continue your offensive by faking a field goal. Follow the instructions of the controller that appears with the diagram to select the type of play you want. The screen returns to the action once you have selected the play you want. If you chose to make a field goal, a "▷" mark appears in front of the kicker once the center has snapped the ball. The direction of the mark determines the direction the ball will travel in. As soon as the mark faces a suitable direction, press the Ⓐ button to kick the ball.

Field Goal Tactics screen



④ Change

Use this mode to bring up the Offense Change screen. The Offense Change screen also appears whenever a player is injured. See page 31 for on how to change the offense team members.

⑤ **Statistics (Stats)**
Select this mode to check on the mid-game statistics of a player. The Statistics screen then appears. Choose the play items you want.

⑥ **Play Book**
Select this mode to change the play pattern of a play book. See page 16 for details on how to change the Play Book play patterns.

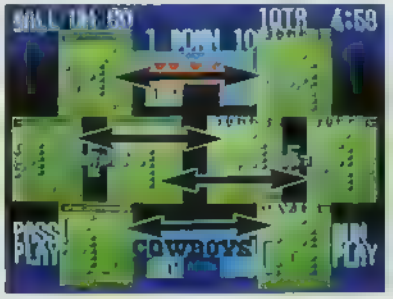
⑦ **Reset**
Select this mode to close the Play Strategy window. The Play Book screen will then reappear.

The action starts as soon as you and your opponent team have selected your play on the Play Select screen.

Offense Audible

Once the ball is set for the snap, you are able to change the play from pass to run or run to pass. For audible, press the X button after the ball has been set. The "Audible" will then appear. Next, press the A button to change the play. The line will then shift according to new play settings. Press the B button to cancel audible.

Plays that change during the audible mode



Snap

To make a snap, press the Ⓐ button.

Running Plays

Use the ✚ Control Pad to control the player carrying the ball.

Press the A button repeatedly to shake away a player who has grabbed onto you.

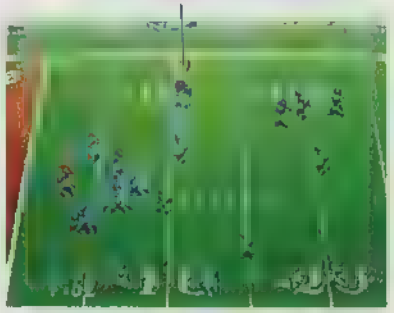
Pass Plays

Pass plays can only be conducted when you have selected Pass Play from the Play Select screen.

After the ball has been snapped, press the Ⓐ button or the Ⓧ button to select the pass receiver.

Press the Ⓑ button to pass the ball to the receiver with the pass indicator.

Pass Indicator



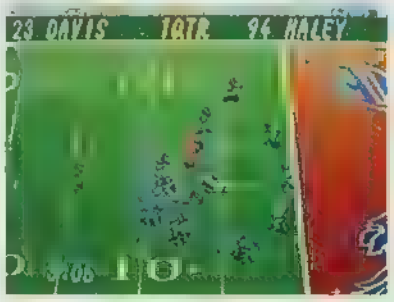
Once you have snapped the ball with the Ⓐ button, get ready to make the pass. You can throw a pass to the receiver marked with the pass indicator. Use the Ⓐ or Ⓧ button to direct the indicator to the receiver you want to throw the ball to.

Your pass may not go as well as expected if your quarterback is not a good passer or is in bad physical condition. As the success of your pass depends heavily on the ability and physical condition of your quarterback and receiver, it's probably best to avoid passes with a high risk of failure. Careful use of passes can help you get past the defense and improve your chance for a touchdown.

Dive Plays

Press the Ⓨ button during action to make a dive.

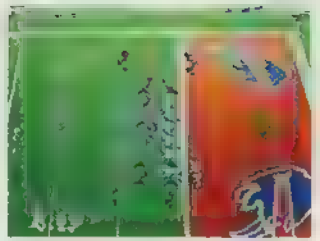
You can make dive plays in two ways — by selecting it from the Play Patterns in the Play Select screen, or by pressing the Ⓨ button during normal play, which makes the player carrying the ball dive.



Try for Point (Extra Point)

One Point Conversion

After scoring a 6-point touchdown, the game is resumed after the ball has been set for a place kick from the 2-yard line. Press the Ⓐ button to have the center snap the ball and try for a one-point field goal.



Two-point Conversion

To try for a two-point conversion, press the Ⓧ button after the ball has been set for a place kick. The "2 Point Conversion" will appear at the top of the screen. Press the Ⓐ button to forgo the kick for a two-point conversion. A Try-for-point Tactics screen will then appear. You will not be able to go back to the kick screen after reaching the Try-for-point Tactics screen.

Select the kind of play you want according to the controller that appears on the screen with the diagram. Once you have made your selection, the screen returns to the action.

Try-for-point Tactics screen

Defense Control

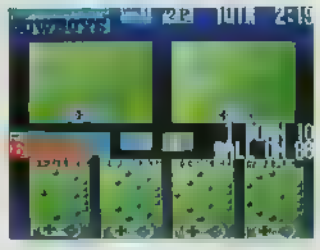
When the Play Book screen appears, select the Defense Formation you want according to the controller that appears on the screen with the diagram.

It's a good idea to choose your defense according to the amount of space behind the defense line.

Choosing "Formation" brings up the Play Select screen.

Press the controller buttons that you think represents the play pattern the offense is likely to choose.

Play Book screen



Play Select screen

To block a running play
— Use the ✚ Control Pad with the Ⓐ button.
To block a passing play
— Use the ✚ Control Pad with the Ⓑ button.

To bring up the defense window commands
—Press the Ⓨ button
— close the window with the Ⓑ button.
To choose a command — use the ✚ Control Pad.
To confirm a command — press the Ⓐ button.

Defense window

Defense window

① Timeout
Use this mode to take timeout. You may take three timeouts in each half.

② Change
Use this mode to bring up the Defense Substitution screen. The Defense Substitution screen also appears whenever a player has been injured. See page 31 for details about how to substitute defense players.

③ Statistics (Stats)
Select this mode to check on the mid-game performance of a player. The statistics screen then appears. Choose the play items you want.

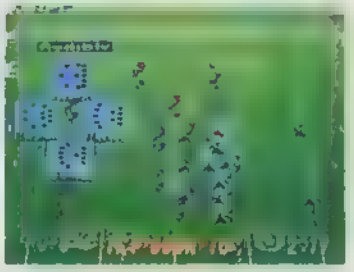
④ **Reset**
Select this mode to close the Defense window. The Play Book screen will then reappear.

The action starts as soon as you and your opponent team have selected your play from the Play Select screen.

Defense Audible

For an audible, press the Ⓧ button before your opponent snaps the ball. The Formation Select panel then appears along with "Audible". Use the ✚ Control Pad (up/ down/ left/ right) to select the defense formation and press the Ⓐ button at the same time. Press the Ⓑ button to cancel the audible screen.

Defense Audible



Select the player you want to control.
—Press the Ⓐ or Ⓑ button while both teams are lining up in preparation for play. The defender you control changes with every push of the buttons.

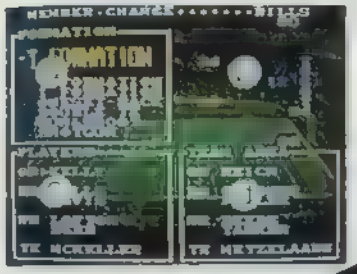
To control a player — use the ✚ Control Pad.

To dive tackle an opponent
—press the Ⓑ button after catching up with the player you want to tackle. (this can knock down any player).

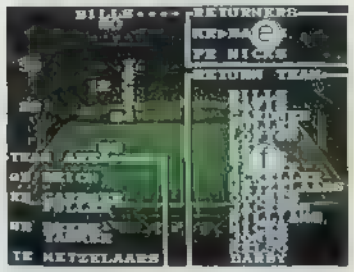
To shake off a player who has grabbed onto you
— press the Ⓐ button repeatedly.

10. Player Substitutions

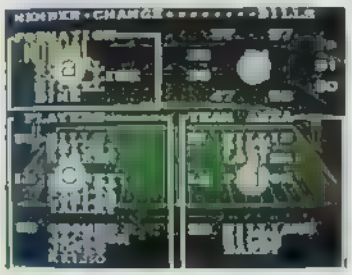
Offense Team



Return Team



Defense Team



ⓐ **Formation Finder.**
If you change the formation on this screen, you may change the formation as shown in ⓑ, "Position Finder". The line up then changes to the new formation.
ⓑ **Position Finder**
The players are shown in formation with the positions and jersey numbers highlighted.
ⓒ **Names of player entered in game**
ⓓ **Names of players on sideline.**
The injured players names are shown in red. Injured players cannot enter games.

Press the ✚ Control Pad right to substitute members of the return team. The screen will then slide along to the Return Team window.
ⓔ **Names of the kickoff and punt returners**
ⓕ **Names of players able to be substituted with kickoff or punt returners**

Player Substitutions

Use the ✚ Control Pad to select the players you want to substitute in the "Players" ("Starters") and "Returners" columns; then press the Ⓐ button. A "▷" mark will then appear in the "Team Area" column —"Return Team" column in the case of returners. Move the marker to the players you want to enter in the game and press the Ⓐ button. The players will then be substituted with each other.

Use the Ⓨ button to view the personal data of the players you selected.

The positions of the players marked by the cursor in the players column flash.

Player Substitutions

There are limitations on substitutions depending on the position of a player.

Position		Position available for substitution
QB	→	**QB** only
RB, WR, TE	→	**RB, WR, TE**
DL	→	**DL**
LB	→	**LB**
DB	→	**DB**
KR, PR	→	Restricted players - players listed in "return team" column

*QB= quarterback, RB= running back, WR= wide receiver, TE= tight end, KR= kick off returner, PR= punt returner, T= tackle, G= guard, C= center, DL= defensive lineman, LB= linebacker, DB= defensive back

When the game is interrupted by the whistle, players may be injured. Substitute for any injured players as they will not be able to enter the game again until their injury has healed. Some injuries can take an entire season to heal.

Game composition

A game is made up of the first and second quarters, followed by half time (which can be skipped by pressing the Ⓑ button) and then by the third and fourth quarters.

11. The Road to the Super Bowl

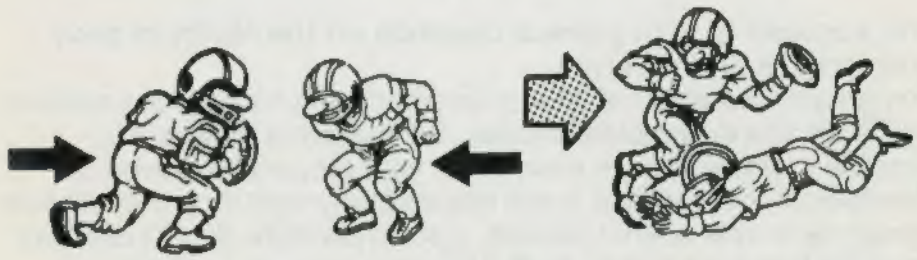
The road to Super Bowl is long and rigorous. Without outstanding technique and play strategy the Super Bowl is an unattainable goal. Keep polishing your skills and use your best play strategy to achieve victory.

TECHNIQUE SECTION

Running Plays

Avoiding a diving tackle

When the COM is about to make a diving tackle, the defensive player will get ready to dive, then he will attempt to tackle your player. To avoid being tackled get out of the way just as he is getting ready to dive.



***If the defensive player gets ready to dive, — get out of the way.**

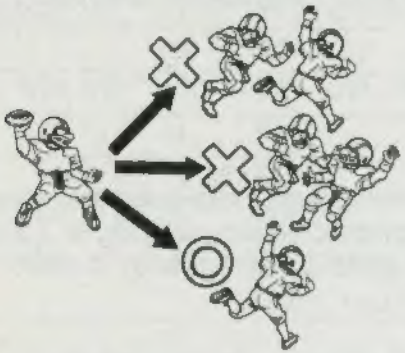
Make the most of your running back's talents

Some running backs like to use their strength to bowl over the defense and plow straight ahead, while others like to use special techniques and speed to avoid tackles. When you are controlling a powerful runner (a runner with great hitting power), have confidence in his strength and run him straight at the defense. When you are controlling a skillful running back (a runner with running speed and rushing ability), head upfield by eluding the defense's tackle attempts.

Pass Plays

Look for an open receiver

Don't throw a pass to a receiver who is well covered by the defense or the pass may be knocked down or intercepted. Look for an open receiver and then pass the ball to him.



← **Well covered receiver**

← **Well covered receiver**

← **Open receiver**

The success of your passes depends on the ability of your quarterback and receiver.

The greater the ability of your quarterback and receiver the easier it will be for you to complete passes. With talented players it is possible to make passes even when your players are covered. However, if your receiver is not talented, he might drop the ball even though he's wide open. Likewise, if your quarterback isn't talented, he might throw the ball so badly that your receiver can't catch it.

Use your ace receiver when it really counts

If you have an ace receiver on your team who is extremely talented, try throwing the ball to him in situations where it really counts.

Defense

Intercepting the other team's passes

Move your defenders into the area that the offensive team's pass is heading. Then, if your defenders are talented enough, they might be able to make an interception.

STRATEGY SECTION

Make the most of your team's talents

There are many different types of teams — good passing teams, good running teams, strong defensive teams, etc. Find out what your team's strengths are and then make your play choices based on those strengths.

Take away your opponents strong points

Study your opponent to discover his strengths and weaknesses. During the game concentrate on shutting down your opponent's favorite plays and upsetting his game plan.

WEATHER SECTION

The weather condition is an important factor of the game. The weather will be determined as follows.

In preseason and pro bowl games:
You are able to choose the weather conditions. You can simulate your team-ability under snow and rain conditions, and develop a plan of tactics under any weather.

• To choose a weather condition —
After you had chosen the two teams, a weather screen will appear. Press the ✚ Control Pad up or down to choose a weather condition and press the Ⓐ button, the game will begin.

In the regular season game:
The weather conditions are determined by the season, by the region where the game is being held and by the probability of rain or snow. For example, a winter game, played in a wet northern area will have a high probability of snow. On the contrary a game played in a dry southern area is likely to have nice weather. To win the game under bad weather conditions, you must consider a plan of tactics for your team by playing preseason games under bad weather conditions.

* When playing in rain or snow, the player you are controlling may slip and fall.

Play patterns

The five basic play patterns used in Tecmo Super Bowl II

T-formation
Formation where the running backs line up side by side behind the quarterback, forming a "T" shape.

I-formation
Formation where two running backs are placed directly behind the quarterbacks, resembling an "I" shape

Oneset Back
Formation where running backs are placed just behind the quarterbacks.

Double Tight End (TE)
Formation where tight ends are placed on both sides of linemen. Running back can select the direction freely in this formation.

Run and Shoot
Formation where a fourth wide receiver takes the place of a tight end to enable a better passing offensive.

Shot Gun
Formation where the quarterbacks are placed 7 yards behind the center, enabling the center to make a long snap. This formation allows for better passing offensive. The lower position also gives the quarterbacks more room to maneuver. Running play can also be conducted in this formation.

90-DAY LIMITED WARRANTY TECMO GAME PAK

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1 -310 - 787 - 2900
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

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